Rulebook

This Rulebook outlines the rules that should at all times be followed when participating in the Rainbow Six Pro League competition. Failure to adhere to these rules may be penalized as outlined.

It should be remembered that it is always the League administration that has the last word, and that decisions that are not specifically supported, or detailed in this Rulebook, or even goes against this Rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

We hope that you as a participant, spectator, or press will have an enjoyable competition to partake in and we will do our utmost to make it a fair, fun, and exciting competition for everyone involved.
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1 Definitions

1.1 Range of Validity

The Rainbow Six Pro League (hereinafter "League") is operated as part of the ESL by Turtle Entertainment GmbH.

This is the only rulebook which is valid for the League, its participants (for the purpose of this Rulebook hereinafter "Team(s)") and all matches played within the scope of the League. With his participation the Team and its players (hereinafter "Player(s)") state that they understand and accept all rules specified in this Rulebook.

All disputes arising out of, relating to, or in connection with this [contract/regulation/etc.], its validity, enforcement, or the breach thereof, shall be finally settled by arbitration in accordance with the World Esports Association (WESA) Arbitration Rules. For the purpose of enforcement, judgment on the award rendered by the arbitrator(s) may be entered in any court having jurisdiction thereof.

1.2 Participants

A Rainbow Six Pro League participant is a team or a player that is participating in a Rainbow Six Pro League competition. Any member of a Rainbow Six Pro League team is a participant of that team. No participant can at the same time be part of more than one organization / team taking part in seasons of Rainbow Six Pro League or any of those leagues' qualifiers.

By joining the Rainbow Six Pro League all of the teams and their players allow Ubisoft, ESL and all of their partners to use their image (team logos, player photos, etc.) in promotional materials.

1.3 Time Zone

The ESL website (www.proleague.com/csgo) will display the times of matches according to the time-zone assigned to them from their Geo-IP location.

1.4 League officials

Each Team can contact the League administration via support ticket on the ESL Play website or via email.

- Jan "BK201" Moerland - ProLeague Head Admin & Europe Head Admin - bk201@staff.eslgaming.com
- Justin “Vets2Vets” Tisdale - North America Head Admin - vets2vets@staff.eslgaming.com
- Carlos Bolla - Brazil Head Admin - c.bolla@eslgaming.com

In case of any complaints or further questions please contact:
- Daniel “datBikeR” Nowak - Product Manager - d.nowak@eslgaming.com

1.5 Penalty Points

1.5.1 Definitions and Scope of Penalty Points

Penalty points are given for rule violations within the League, they may be either minor or major penalty points dependent on the incident in question.

1.5.1.1 Minor Penalty Points

Minor penalty points are given for minor incidents such as insufficient match statements, insufficient information on a team account or other related material, and so on. Every minor penalty points deducts 1% (one percent) of the overall prize money received by the team or player in the season they are given.

If a team gathers thirty (30) minor penalty points they will be instantly disqualified from the Pro League.
1.5.1.2 Major Penalty Points

Major penalty points are given for major incidents such as deliberately deceiving admins, failing to show up for matches, repeated rule breaking, and so on. Every major penalty point deducts 10% (ten percent) of the overall prize money for that season.

If a team gathers three (3) major penalty points they will be instantly disqualified from the Pro League.

1.5.1.3 Assigned Penalty Points

Minor and major penalty points are not mutually exclusive and may be given as seen fit by the League administration.

1.5.1.4 League Bans and Penalty Points Outside the League

League bans and penalty points gathered in any other ESL league or tournament do normally not apply towards the Rainbow Six Pro League except when the punishment has been awarded for cheating. Some other misbehaves like ringing/faking or insults can also be punished, depending on the severity.

2 General

2.1 Rule Changes

The League administration reserves the right to amend, remove, or otherwise change the rules outlined in this Rulebook, without further notice. The League administration also reserves the right to make judgment on cases that are not specifically supported, or detailed in this Rulebook, or to make judgments that even go against this Rulebook in extreme cases, to preserve fair play and sportsmanship.

2.2 Validity of the Rules

If any provision of the Rulebook shall be invalid or impracticable in whole or in part this shall not affect the validity of the remaining part of this Rulebook. In lieu of the invalid or impracticable provision an appropriate provision shall apply which is nearest to the intent of to what would have been the intention in keeping with the meaning and purpose of the Rulebook.

2.3 Confidentiality

The content of protests, support tickets, discussions or any other correspondence with tournament officials and administrators are deemed strictly confidential. The publication of such material on private or social media channels (such as Twitter, Twitch, Facebook, Reddit, etc.) is prohibited without a written consent from the Rainbow Six Pro League tournament directors. Breaking this rule will be punished with penalty points and in extreme cases with a suspension of the entire team for the current and the following season.

2.4 ESIC

ESL and its tournaments are part of ESIC, the Esports Integrity Coalition. That means that all rules and regulations of ESIC apply to all our tournaments, including ESL Pro League. You can look them up on their website at http://www.esportsintegrity.com/. The following sub-paragraphs are meant to give you an impression about what things are forbidden. For complete and more detailed information, please visit the ESIC website.

2.4.1 Code of Conduct

All Teams and Players agree to behave in an appropriate and respectful manner towards other Teams and Players, spectators, the press, the broadcast team, League officials, and League administration. Being role models is the occupational hazard of being a Player or organizer and we should behave accordingly. Any sort of harassment should be reported to the above listed League administrators immediately. Harassment includes
2.4.2 Prohibited Substances and Methods

2.4.2.1 Doping

2.4.2.1.1 Refusing to be tested

Refusing to be tested is considered doping. Punishments will be the same as for severe cases of substance abuse.

2.4.2.1.2 List of Prohibited Substances and Methods

The List of Prohibited Substances and Methods created by the World Anti-Doping Agency (WADA) is valid for the League. The list can be found here:

http://list.wada-ama.org/

2.4.2.1.3 Prescribed medication

If Players have an active prescription for a substance on the WADA list, they have to send proof to the League administration before the first day of the League (deadline in local time). They may still be subject to a doping test, but a positive result for the prescribed substance will be disregarded.

2.4.2.1.4 Categories of Doping

Mild cases of doping will be punished with a warning and possibly minor penalty points for the participant. Severe cases (i.e. use of drugs containing performance enhancing substances, like Adderall) will be punished with penalty points, a ban for the Player and (a) default loss(es), as well as possibly disqualification of the Team.

Repeated cases of doping by the same Player will be punished harder, up to a lifetime ban for the Player.

Repeated cases of doping on the same Team (but by a different Player) will also be punished harder for the Team.

Repeated cases of doping by the same Player on the same Team will be punished harder for both the Team and the Player.

If a player is found guilty of a severe case of doping only after the last match of the tournament has already been over for at least 24 hours, the player will still get a ban, but the tournament result will remain in place and there are no consequences for the team. Mild cases will not be punished at all, after that time.

2.4.2.2 Alcohol or other psychoactive drugs

To play a match, be it online or offline, under the influence of alcohol or other psychoactive drugs, even if not among the punishable substances, is strictly prohibited, and may lead to severe punishment. Moderate consumption of alcohol outside the active tournament hours for a participant is permitted if not in conflict with local/national law.
2.5 Publisher or ESIC Bans
The League administration reserves the right to refuse players who have standing bans from the game publisher to take part in the League. Any player who has been caught cheating by the game publisher's anti-cheat system (FairFight, BattlEye, etc.) in Rainbow Six: Siege is not eligible to participate in this tournament or any of its qualifiers, neither as a player nor as a coach. The player will be banned from all Rainbow Six: Siege tournaments sponsored by Ubisoft.

Also, ESIC bans will be honored and translated into ESL bans.

2.6 Additional Agreements
The League administration is not responsible for any additional agreements, nor do they agree to enforce any such agreements made between individual Players or Teams. The League administration highly discourages such agreements taking place, and such agreements that are contradicting the League Rulebook are under no circumstances allowed.

2.7 Match Broadcasting

2.7.1 Rights
All broadcasting rights of the League are owned by ESL. This includes but is not limited to: Video streams, TV broadcasts, shout-cast streams, replays, demos or live score bots.

2.7.2 Waiving These Rights
ESL has the right to grant a license for the broadcast of one or multiple matches to a third party or the Teams themselves. In such cases the broadcasts must have been arranged with the League administration before the start of the match.

2.7.3 Teams Responsibility
Teams cannot refuse to have their matches broadcast by ESL-authorized broadcasts, nor can they choose in what manner the match will be broadcast. The broadcast can only be rejected by the League administration. The Teams agree to make sufficient accommodation so that broadcasting of matches can take place.

2.8 Communication

2.8.1 E-Mail and Discord
The main communication method of the Rainbow Six Pro League is email. The Rainbow Six Pro League will use the email that has been registered in the users profile on ESL, and therefore this email address should always be kept updated and checked regularly so that no important announcements are missed.

The secondary communication method of the Rainbow Six Pro League is the Discord internet messenger. The administrators will contact the teams and ask them to select a team representative – ESL will send an Discord chat invitation to that person.

2.9 Conditions of Participation in the Rainbow Six Pro League
The following conditions must be met in order to participate in the Rainbow Six Pro League.

2.9.1 Age Restriction
All participants of Rainbow Six Pro League have to be over 18 years of age. If an underage person will take part in the games his ESL account will be banned and his whole team will be disqualified from the Pro League.

2.9.2 Regional Limitations for Participants
Any individual player may not participate in or try to qualify for the event from more than one country or region (this is including claiming an invite).
2.9.3 Home Country/Region
A player’s home country is the country where his main place of residence is. The home region is the region that this country belongs to. For a team, this is determined by the majority of the used lineups. If there is no such majority, a team may have no home country or even no home region. In that case, the team cannot take part in qualifiers restricted to a country or region.

2.9.4 Residence/Nationality and Number of Players in a Team
The team roster can hold up to eight members from any country or nationality, only the lineup composition in a match may be restricted.

2.9.5 Home Country/Region on Team Matches
All players in the lineup present in a team match must have the home country (for qualifiers that are restricted to a country) or region (for qualifiers that are restricted to a region) from which the team qualified for the Rainbow Six Pro League. Failure to comply with these regulations will be penalized with a default loss.

2.9.6 Nicknames
No sponsor tags are allowed in the nickname on the ESL Site under any circumstances and the general ESL rules for the choice of nicknames apply.

2.9.7 Game Accounts
Every playing member must have their game accounts entered in their ESL member profile. This is including but not limited to:
- Uplay ID for Rainbow Six: Siege

2.9.7.1 Playing With Wrong Game Accounts
It is not allowed to play with a different game account than the one given in the ESL profile. An incorrect game account may lead to a barrage for the player, a rematch or a default loss being given. A game account has to be changed at least 24 hours before the start of the next play day.

If there is sufficient evidence that a the player in question indeed played the match or if an admin of the Rainbow Six Pro League explicitly allowed it beforehand, a protest for a barrage or rematch will not be admitted.

2.9.8 Team Names
The Rainbow Six Pro League team name may not have any extensions such as “R6 team”. The Rainbow Six Pro League team name may hold up to one (1) sponsor name, but no product description is allowed. A sponsor may only be the name-sponsor of one Rainbow Six Pro League team in that competition.

2.9.9 Changes on the Team Accounts
Any changes in the team account should be approved by the Rainbow Six Pro League administration before the changes are allowed to take place. This includes but is not limited to:
- Adding or removing players
- Changing the team name
- Changing the team logo

2.9.10 Legal player prohibitions
Any Ubisoft Montreal employee and/or any ESL employee, or employees of any subsidiary of Ubisoft Montreal or ESL, as well as their family members, cannot be a part of any team, neither as a player nor as a coach.

2.10 Licenses in the Rainbow Six Pro League

2.10.1 Definition
Before each tournament, the ESL awards the Rainbow Six Pro League License to the participating teams, or individuals. In most cases, these are participants that:
- have qualified through Rainbow Six Pro League national qualifiers
- have qualified through Rainbow Six Pro League regional qualifiers
- have been invited to a specific event by the tournament organization.
2.10.2 Duration
Rainbow Six Pro League licenses are valid for one Rainbow Six Pro League season, only.

2.10.3 Team License
The license in team competitions will be awarded to a legal entity (registered association/organization, Ltd Company, and so on). If there is no such entity existent for the team in question or the existing entity has never been reported to and accepted by the Rainbow Six Pro League administration (please contact the tournament direction to register your legal entity), a restricted license may be awarded to the actual team, where the team leader or organizer will be designated contact person for this team. This person will be responsible for keeping the team in order, and holding the Rainbow Six Pro League team account on ESL, but in such a case the right to the license can only be sustained if the majority of the players that actively played in the last stage(s) of the Rainbow Six Pro League or it's qualifiers stay together as a team.

The license holder or representative is responsible for all actions, and commitments of the team. Any changes in the team license must be reported to and accepted by the league administration before it can be followed through. Failure to report any changes in the license, or omitting any needed information about the team may be punished with penalty points or other sanctions.

The License holder is the entity that decides about the recipient of the prize money won under its license

2.10.4 Changing the Team License Holder
A license-holder can request a transfer of the league license to another entity, if there is an adequate reason for doing so. It is at the league administration's discretion whether or not the reason is deemed adequate.

After the change of the license holder, the majority lineup restriction will apply for the team in question for a time span indicated by the league direction from the moment a new legal entity takes over the license from the old one. This restriction is meant as a protection of the players joining a new organization and to prevent organizations getting a license for their own, not qualified team.

2.10.5 Withdrawal of License
The ESL reserves the right to withdraw a league license from any Team, if the league administration feels that the participant in question have not behaved within the guidelines set out by the league, and its governing organization. This includes but is not limited to:
- Players or team members have committed a material breach of the provisions outlined in this Rulebook
- The Team loses 3/5 of its major Players

2.11 Player changes and Team lineups

2.11.1 Team composition
Teams which have been invited to the Rainbow Six Pro League due to their final placement in the qualifier event or the previous season, have to consist of at least five (5) players (starter players) and a maximum of seven (7) players (5 starter players, 2 trial players). At least three (3) of starter players have to be members of the team that qualified to the Pro League or were part of majority of the team who get spot based on previous Season.

At the beginning of a Pro League season five (5) players have to be marked as starter players. Till the end of the season those 5 players will be treated as “starter players”. At least three (3) of them have to be members of the team till end of the season to be allowed to play during that season and to keep rights for next season.

The team’s lineup for a game should have at least three (3) “original players” who were part of qualifier or part of a team from previous season, for the team to be able to play. If a team for any reason does not have the sufficient number of players, it will be removed and if possible the slot will be redistributed by the tournament administration as they see fit. This 3 “original” players needs to play at least 2 first matches.

2.11.2 Player changes during season
Teams can change their lineup without limit until a date before the start of the Pro League – the date will be set

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by the administrators. The deadline to add new players is 17th of March for Season 1. After that time each player addition has to be requested by support ticket, and a new player can only be allowed to play in the next match if he has been added to the team at least 24h before the starting time of the play day he is supposed to play in. Along with support ticket Team need to provide updated Teamsheet with new Player included and scna of his ID / Passport.

A team can change their lineup once per Season. Each of the following changes is considered to be one lineup change: an addition of a player, a removal of a player, an exchange of one player for another (has to be done at the exact same time). All changes have to be done within the boundaries set by rule 2.11.1.

Therefore ESL, advises teams to have a sufficient number of substitutes available. If a team for any reason does not have the sufficient number of players to participate in a match (this includes the „original players members” mentioned in 2.11.1), the team will receive a default loss.

2.11.3 Player changes within the league
A Player can play for a maximum of two teams per season, which means that he can change his team once throughout the season.

2.11.4 League Play rosters
A player is eligible to participate in a match as long as he has been added to the team account on ESL Play website before the official starting time of the match and has been approved by the League administration.

Teams can change their rosters freely before each play day. The team roster for each play day has to be presented to the administrator at least 30 minutes before the starting time of the next Play Day. After that it is locked and cannot be changed until the end of that Play Day.

2.12 Multiple Contracts
For a player in the Rainbow Six Pro League to have a contract or agreement with 2 or more Rainbow Six Pro League teams is strictly forbidden, may it be written or oral. If such a contract or agreement is found to be in existence, the ESL reserves the right to bar the player from playing any more matches until the situation has been resolved. If the situation cannot be resolved, the Rainbow Six Pro League have the right to remove the player or team(s) in question.

2.13 Prize Money
All prize money should ideally be paid out 30 days after the Rainbow Six Pro League finals have been completed.

If a Team or Player is missing the proper payment information and makes no effort to fix this, the prize money will not be paid out until this is rectified.

2.13.1 Prize Money Distribution

2.13.1.1 Regular Season
TBA

2.13.1.2 Season Finals
100,000 USD in total. Split: tba

2.13.2 Prize Deductions Due to Penalty Points
Every penalty point that a participant acquires during the event or its qualifiers is penalized with a prize money deduction. The deductions are as follows:

- For every minor penalty point a 1% overall prize money deduction will occur.
2.13.3 Withdrawal of Prize Money
As long as the prize money for the Rainbow Six Pro League has not been paid out, the ESL reserves the right
to cancel any pending payment if any evidence of fraud or foul play have been discovered.

2.13.4 Transfer of Prize Money
The prize money will be sent as cheque, a bank transfer or over PayPal as specified by the License holder. Failure to redeem the cheques or provide sufficient information for the payments to be complete will result in payments not being made. If a participant has not collected their winnings or redeemed the cheque within one
year of the initial payment date the prizes are forfeited.

2.14 Replacements
If a Team is for any reason unable to compete any more in the League, and is removed before the replacement
deadline, a replacement will be called up. Replacement Teams will be considered and contacted to ask whether
or not they want to participate
If a replacement is needed for an offline event, the tournament direction will first attempt to replace the
participant from the same region as the original participant. If no one from the last stage of that region's qualifier
for the event can be the replacement, a replacement will be chosen from the other region.

2.14.1 Replacement Deadline
Replacements will only be entered into Rainbow Six Pro League offline events until a reasonable time before
the beginning of that stage. If by then no replacement could be found, the stage may start with one less
participant instead.

2.15 Penalties and consequences for leaving the League
2.15.1 Leaving the Pro League
If a team leaves or gets disqualified from the Rainbow Six Pro League, it forfeits all prize money
accumulated for the whole event and loses their place in the relegations for the next season.

2.15.2 Deletion of Matches
The most recent or the next upcoming match (depending on the situation) of the Team will be considered a
default win for his opponent.

2.15.3 Ban of players
If a Team gets disqualified from the League during an ongoing season, all its Players get banned until the end
of the season.

2.16 Match Start
2.16.1 Match rescheduling
Teams are not allowed to make any changes in scheduling. Teams need to be present on time provided by
administrators. Any conflicts should be reported as soon date of match is known.

2.16.2 Punctuality
All matches in the League should start as stated on the website, any changes in the time must be accepted by
the League administration. All Teams and Players in a match should be on the server and ready to go at the
latest 10 minutes before the match is to start.

2.16.3 Delaying the Match
Match starts are absolute unless changes have been confirmed by the League administration. Not starting a
match as scheduled will result in three (3) minor penalties. For every five (5) minutes the match start is being
delayed further the Team will receive additional three (3) minor penalty points. After 15 minutes the team is
considered as no show.

2.16.4 No show
If a Team is not ready to play 15 minutes after the official match starting time, the Team will be considered as
no show and will receive a default loss. For each default loss a Team is awarded during the regular season, a
total of $150 will be deducted from their total earnings. Once a Team receives two (2) default losses during one
season, the Team will be disqualified from the League.

2.17 Match Procedures

2.17.1 Match Result
The result must be immediately added and confirmed by both parties, even if more match records are missing
and in need of uploads. A protest may still be made even after a match result has been confirmed and accepted
on the Rainbow Six Pro League site. Please refer to the game specific rules for what match records and media
that needs to be uploaded.

2.17.2 Storage and keeping of Match Media
All match media (screenshots / demos / replays / etc.) must be stored by the Team for a minimum of two (2)
weeks after the match has ended. If there is a protest on the match, the records need to be stored by the Team
for a minimum of two (2) weeks after the protest has been closed and resolved.

2.18 Match Protests

2.18.1 Definition
A protest is for problems that affect the match outcome; a protest may even be filed during a match for things
like incorrect server settings and other related issues. A protest is the official communication between the
Teams and the League administration.

2.18.2 Match Protest Rules

2.18.2.1 Deadline for Match Protests
The latest time that participants are allowed to issue a match protest is the earliest of the three following:
- 72 hours after the scheduled starting time of the match
- Only at offline events: The beginning of the next match for either of the two Teams (a minimum of 10
minutes have to be kept between two matches by all Teams)
- Only at offline events: The end of the event day (departure of the admins)

2.18.2.2 Contents of a Match Protest
The protest must contain detailed info about why the protest was filed, how the discrepancy came to be and
when the discrepancy occurred. A protest may be declined if proper documentation is not presented. A simple
“they are cheaters” will not do

2.18.2.3 Behaviour in Match Protests
Insults and flaming are strictly prohibited in a protest, and may result in penalty points or the protest being ruled
against the insulting party.

2.18.2.4 Eligibility for filing a protest
If a controversial situation not described by this rulebook occurs during a match, the team that has spotted it
should record it, immediately stop the match and inform the administrator about it. If the team does not stop the
match and continues to play, it is seen as an acceptance of the situation. Because of that the team loses all
rights to file a protest concerning that situation after the game has ended.
2.19 Results in Rematch

If the rules stipulate that a rematch is to be played, the victim of the incident is to decide whether or not this rematch is actually to be played. If the victim of the offence decides that a rematch is to be played, then the old result is null and void, and only the new result will count in the rankings.

2.20 Interviews

For every game one player from each team must be available for a Skype video interview. The team has to provide contact information for an interview in that case. The player should also be available for a comment after the match.

3 League system

3.1 Stages

- First Stage: Online Qualifier
- Second Stage: Online League
- Third Stage: LAN - Main Event

3.2 Regular Season

The regular season consists of two divisions, one for Europe and one for North America. Each division has a total of 8 Teams, Teams playing in two (2) groups of four (4). All matches are played as best-of-three (Bo3) matches according to a fixed schedule.

- The best 3 teams advance to the Season Finals.
- Teams from place 7-8th (4th place in group) are dropping to Challenger League.
- Teams from place 5-6th (3rd place in group) are playing in Relegations.
- Teams from place 1st-4th are keeping slot for next Season.

3.3 Season Finals

Season Final consists of 8 teams:

- 3 best from Regular Season - Europe
- 3 best from Regular Season - North America
- 1 best from Regular Season - LatAm
- 1 to be decided

3.4 Relegations

- Teams from place 5-6th of Pro League are part of Relegation.
- Teams from place 3rd-4th of Challenger League are part of Relegation.
- Four (4) teams are placed in Double Elimination Bracket. All matches will be played in Best-of-three (BO3) system.
- Best two (2) will play in the Pro League for next Season.
- Last two (2) teams will play in the Challenger League for next Season.

4 Other Infringements

4.1 General

Unless otherwise stipulated in the provisions of this Rulebook, when a Player or Team has broken one or several rules set forth by the League, it will be referred towards this section for the appropriate penalty, where all general punishments are listed and cataloged.
4.2 Breach of Netiquette

For an orderly and pleasant game it is essential that all Players have a sporting and fair attitude. Breaches of this rule will be punished with one (1) to six (6) minor penalties. The most important and most common offences are listed below. However, the League administration may assign penalties for not explicitly listed types of unsportsmanlike behaviour (e.g. harassment).

4.2.1 Insults
All insults occurring in connection with the Rainbow Six Pro League will be punished with up to six (6) penalty points per insult. This primarily applies to insults during a match or on the ESL website (forums, match comments, player guest books, support and protest tickets, etc.), but also on all social media channels (Twitter, Facebook, Twitch, Reddit, etc.). If the evidence is clear.

Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly heavier penalties including the exclusion or to the deletion of the player.

Depending on the nature and severity of the insult the penalty will be assigned to the player or to the team in team leagues. In team competitions players may also be barred from playing for one or more match weeks.

4.2.2 Spamming
The excessive posting of senseless, harassing or offensive messages is regarded as spamming in the League. Spamming on the website (forums, match comments, Player guest books, support and protest tickets, etc.) will be punished depending on the nature and severity.

4.2.3 Spamming In-game
Three (3) minor penalty points will be awarded if the chat function in-game is abused towards the goal of annoying the opponent, or generally stir the flow of the play. The all chat functions are there to communicate efficiently with the opponent and the match admins. If a game is shown during a streamed event the only messages that can be sent are: gl, hf, gh, gg, or messages to the admin about a problem that occurred during the game. All other messages will be considered spam.

4.3 Unsportsmanlike Behaviour

For an orderly and pleasant game it is essential that all players have a sportive and fair attitude. Breaches of this rule will be punished with three (3) to six (6) minor penalties. The most important and most common offences are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behaviour (e.g. harassment).

4.3.1 Misconduct
The attempt to mislead admins or other players, using false information, or in any other way deceive other participants will be punished as follows.

4.3.2 Faking Match results
If a team is caught entering false match results into the match page, or in other ways trying to falsify the match result, the team will be awarded with four (4) minor penalty points.

4.3.2.1 Definition of Match Media
Match media are all uploads, including but not limited to: screenshots, ESL Wire Anti-Cheat files, MOSS log files, demos, models, and so on.

4.3.2.2 Faking Match media
Faking match media may result in one (1) to four (4) minor penalty points.

4.3.2.3 Extraordinary Circumstances
When cheating is suspected, and the match media in question has been faked, than six (6) minor penalty point will be awarded.

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4.3.3 Ringer/Faker
Any Players involved in faking or ringing a Player will be barred for two (2) matches, also, one (1) major penalty point will be awarded per incident. A team that uses a ringer/faker automatically loses all maps played on the play day (with a score of 0-5 for each map) on which the ringer/faker has been used.

4.3.4 Playing with Disallowed Player
Using a disallowed Player (i.e. a Player that is banned from the League or a Player who has been transferred to a Team under violation of the Rulebook) results in one (1) major penalty point, and also the Player will be barred for two (2) more matches before he is eligible to compete. Also, the opponent can demand a rematch.

4.3.5 Misleading admins or players
Any attempts to deceive opposing Players, admins, or anyone else related to the League may be penalized with one (1) to four (4) minor penalty points.

4.3.6 Cheating
When cheating is uncovered twelve (12) penalty points will be awarded to the Player on the ESL website, and six (6) minor penalty points will be awarded to the Team of the Player. The Team will be disqualified from the current season of the League and the Player will be banned from all competitions in ESL for two (2) years. The use of the following programs will result in a cheat ban: Multi-hacks, Wallhack, Aimbot, Colored Models, No-Recoil, No-Flash and Sound changes. These are only examples, other programs or methods may be considered cheats as well.

5 Game Specific Rules

5.1 Anti-Cheat

5.1.1 ESL Wire Anti-Cheat
ESL Wire Anti-Cheat is mandatory for all players to use for the full duration of all online matches without exception. If a player cannot use Wire Anti-Cheat then they are not allowed to take part in a match. The players are required to properly test their ESL Wire Anti-Cheat client ahead of matches. ESL admins are able to provide a testing environment on request.

5.1.2 MOSS Anti-Cheat
The usage of MOSS is mandatory for all matches being played online. MOSS can be found under the following link - http://nohope.eu/wp-content/plugins/download-monitor/download.php?id=1. After that the log created by MOSS has to be uploaded to the ESL website, within the 15 minutes after the end of the games. All logs will be checked for any signs of modification. Not applying to this rule will be penalized with one (5) minor penalty points per missing and in extreme cases with a suspension of the entire team.
Blank/black screenshots in a MOSS report are considered as missing match media. It it the players responsibility to make sure that MOSS takes correct screenshots. If any problems with setting up MOSS occur please contact an administrator.

5.2 Match Procedure

5.2.1 Best-of-Three Matches
In case of Best-of-Three matches, both teams remove three (3) maps, after that each team will pick one (1) map. All of this will be done in turns. The Team with the better seeding can decide who has to start the process. The maps will be played in the order in which they have been picked. Each Team can pick their starting side on the opponents map pick and on the third map admin make a coin toss to decide starting sides.

Map veto will be done via: http://lan.r6mapveto.com/. Administrator is creating a lobby. One Player per Team needs to join to the lobby of Veto system. As soon both sides are ready, Administrator starts Veto system.
5.2.2 Map pool
The map pool includes the following maps:
- Bank
- Border
- Chalet
- Club House
- Coastline
- Consulate
- Kafe Dostoyevski
- Oregon
- Skyscraper

5.2.3 Game hosting
Administrator / Observer / Commentator is allowed to create a server. The game must be hosted on a dedicated server. The dedicated server location must be set to default (based on ping).

5.2.4 Team connection losses
If a team disconnects from a game three times on one map, each next disconnection will be penalized in a was specified by the administrator.
This rule does not apply in the case of a DDOS attack suspicion (this will be decided by the administrator).

5.2.5 Game settings
- Time of the Day: Day
- HUD Settings: Pro League

5.2.6 Match settings
- Number of Rounds: 8
- Attacker/Defender role swap: 1
- Overtime: 3 Rounds
- Overtime score difference: 2
- Overtime role change: 1
- Objective Rotation Parameter: 1
- Attacker Unique Spawn: On
- Damage handicap: 100
- Friendly fire damage: 100
- Injured: 20
- Sprint: On
- Lean: On
- Death Replay: Off

5.2.7 Game mode: TDM BOMB
- Plant duration: 7
- Defuse duration: 7
- Fuse time: 45
- Preparation: 45
- Action: 180

5.2.8 Operators
All Operator and Maps are allowed, unless tournament administration explicitly forbids an operator for a play day. Information about changes will be send to players at least 1 hour before match.

5.2.9 Scoring

5.2.9.1 Possible results of the match:
- 2:1
- 1:2
5.2.10 Nickname Ingame
Each Player has to use his official nickname during matches. It’s not allowed to add any (funny) additions, characters or words, only exceptions are sponsor names.

5.2.11 In-Game item’s nametag
Players are not allowed to use nametags on in-game items which violate the Code of Conduct. If a Player uses such a nametag during an official match the Team will receive three (3) minor penalties for each match.

5.2.12 Number of Players
All matches have to be played with five Players per team (5vs5), other constellations are not allowed. If a Team fails to show up with enough Players, the match will count as no-show and will be forfeited.

5.2.13 Dropping of Players
- If a player drops in the first 15 seconds of a round (during the prep phase), the game may be rehosted. If the game will be re-hosted the match starts with the score from before the disconnect.
- If a player disconnects after the first fifteen (15) seconds of a round, the round will be played till the end. After that the match will be paused. In general, a game is always re-hosted unless the remaining side had a significant advantage (very likely victory).
- After disconnecting a team cannot choose a starting site, that has been already locked by settings (Objective Rotation Parameter: 1). If they do so, they by default lose a round.
- If a Player has not returned, or cannot be replaced within ten (10) minutes after the pause has started, then the Team with the dropped Player may forfeit the match at admins discretion.

5.2.14 Change of Players
Players can be changed in break between maps. This change may not take more than five (5) minutes. If the Player has not joined, or cannot be replaced within five (5) minutes after the pause has started, then the Team with the dropped Player may forfeit the match at admins discretion.

5.2.15 Leaving the Server
All matches must be played to the end, failure to do so will be penalized. A match is considered complete when one Team has reached five (5) of eight (8) rounds during the regular match time or won two (2) of three (3) rounds during overtime on the final map.

5.2.16 Continuing a Disrupted Game
If a match is interrupted (e.g. server crash) then the match should be continued where it left off, by re-host. All fully completed rounds before the crash count towards the final score of the match. The Players can choose different loadouts and operators, but have to select the same bomb site and starting site as before. In the following rounds the bomb sites that have been already used before the restart cannot be used again.

5.2.17 Overtime
In case of a draw after all eight (8) rounds have been played, an overtime will be played with best-of-three (bo3) system. The final score of a match with overtime is the official result for that match. Possible Overtime Score to win a map:
- 2:0
- 2:1
- 1:2
- 0:2

5.2.18 Technical Issues
Teams are responsible for their own technical issues (hardware/internet). Matches will not be rescheduled because of technical issues and matches will be played nevertheless. If problems arise, please open a match protest. More information about protecting yourself can be found in the DDoS Prevention guide.
5.3 Player Settings

5.3.1 Graphics drivers, or similar tools
Any modification or changing of the game using external graphics solutions or other 3rd party programs are strictly prohibited and may be punished under the cheating paragraph. Furthermore it's forbidden to use all kinds of overlays which will show the usage rate of the system in any way in-game (e.g. Nvidia SLI display, Rivatuner Overlay). Overlays which will show only the frames per second (FPS) are not forbidden and can be used.

5.3.2 Custom Data
Any changes to sprites, skins, score boards, crosshairs are strictly disallowed, also only the official models are allowed. If a player plays with custom files (not models) or removed files that have been installed by the game, then this will be penalized with two (2) minor penalties per player. If a player plays with custom models, then this will be penalized with five (5) minor penalties per player and the opponent of the match may request a rematch.

5.4 Use of Bugs and Glitches
The intentional use of any bugs, glitches, or errors in the game are penalized with six (6) minor penalty points per incident, up to a maximum of eighteen (18) minor penalty points per match. Furthermore, it is up to the admins discretion whether or not the use of said bugs had an effect on the match, and whether or not he will award rounds, or the match to the opposing team, or to force a rematch. In extreme cases, the penalty for abusing bugs may be even higher.

The usage bugs and glitches is strictly forbidden – a link to a list of forbidden bugs/glitches will be presented to the players. If any bug is used which is not listed here it is up to the admins discretion whether or not a punishment is necessary. If players are not sure if something is a bug or a glitch they should contact an administrator about it.

5.4.1 New Positions
If any player or team wants to use a new position which is unknown to anyone else or just known to a small part of the community, it's strongly recommended to contact tournament officials to check if that position is allowed before using it in any official match. Players and teams have to consider that it takes time to check new positions and therefore they have to contact tournament officials in a reasonable timeframe before an official match.

6 Country restrictions
This competition is open to all players who resides within an eligible country. Eligible countries are:

Europe:
- Albania
- Armenia
- Austria
- Azerbaijan
- Belarus
- Belgium
- Bosnia and Herzegovina
- Bulgaria
- Croatia
- Cyprus
- Czech Republic
- Denmark
- England
- Estonia
- Finland
- France
- Georgia
- Germany
- Greece
- Hungary
- Iceland
- Ireland (Northern)
- Ireland (Republic of)
- Italy
- Latvia
- Liechtenstein
- Lithuania
- Luxembourg
- Macedonia (Yugoslav Republic of)
- Malta
- Republic of Moldova
- Monaco
- Montenegro
- Netherlands
- Norway
- Poland
- Portugal
- Romania
- Russia
- San Marino
- Scotland
- Serbia
- Slovakia
- Slovenia
- Spain
- Sweden
- Switzerland
- Turkey
- Ukraine
- Vatican City
- Wales

North America:
- Canada
- Mexico
- United States of America

LatAm:
- Argentina
- Bolivia
- Brasil
- Colombia
- Cuba
- Costa Rica
- Chile
- Republica Dominicana
- Equador
- El Salvador
- Guatemala
- Honduras
- Nicaragua
- Panamá
- Paraguai
- Peru
- Puerto Rico
- Uruguai
- Venezuela

7 Legal

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8 Copyright Notice

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